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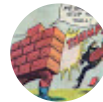


Danny Wall

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Game Chef 2014



Danny Wall

Discussion - 10 May 2014

I came up with a rhyme to explain my game, with more detailed instructions provided, too, of course:

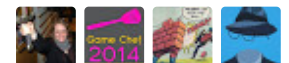
The Wildlings have invaded your dream!
Will it make you laugh or make you scream?
The Stuff of Dreams and Nightmares help fight or flight
Until half the Star Maps have tapped their light.
When a "Question" is posed, more Stuff you may win
Or else be lost in dream when your Star goes dim.

Welcome to the Stuff of Dreams and Nightmares, a story-telling role-playing game where you and your friends play both yourselves and the strange creatures called Wildlings. Will the Wildlings use the powers of the stars to absorb all the Stuff of Dreams, or will you be able to take control of the dream, and escape?

Features: Wildlings made of Play-Doh, a board-game like collection of key words to build a story (with Play-Doh!), and a coin-flipping mechanic to resolve Key Questions.

(edited the initial post to keep my discussions consolidated.)

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8 comments



James Mullen 10 May 2014 +1

I think board games are an excellent influence: I was thinking along those terms when I started, but a lot of resource management aspects I had in mind got dropped in favour of a clean, simple design that could fit on a set of large postcards.



Danny Wall 10 May 2014 +2

thanks I probably just needed the tacit acknowledgement that it's ok ... but hey the postcards sounds like a neat aspect you've found



James Mullen 10 May 2014

They did to me too, until that exact mechanic got called out as something to avoid on the Story Games thread... oh well, I don't have to enter it.



Jack Stephenson-Carr 11 May 2014

+**James Mullen** Which mechanic was called out to specifically avoid? I've tried reading the threads here and didn't see anything.



James Mullen 11 May 2014

It was on the Game Chef thread on Story Games: Jason Morningstar was talking about accessibility: "... the bigger challenge will be avoiding design elements that require visual identification, like a game that physically lays out cards."



Jack Stephenson-Carr 12 May 2014

I think it is good to be aware of, but don't let the accessibility aspect deny you a use of a mechanic that works well for your design.



Danny Wall 18 May 2014

I submitted it! The board game took a weird turn, and now it's just a series of "maps" of constellations and the "dreamscape" that allow players to tell a collaborative story. Nothing really groundbreaking here, but I like the visuals and the opportunity to use my graphic design as well as my gaming design.
<http://atouchofkoan.wordpress.com/2014/05/18/game-chef-2014-danny-wall/>



Danny Wall 18 May 2014

Uh-oh. I just figured out how to make my resolution mechanic better-- more streamlined and intuitive. Right now, players compete against "themselves" and the story-game can end when the Stuff is moved from the antagonists to protagonists. I should instead just have the Stuff removed from play entirely until all the antagonist-characters are depleted.

Also, I probably misused my time to make things more graphical, inspired by the "no book" requirement, but should have found time for a sample of play and/or an anticipated FAQ

Add a comment...

